

ANDROID™

NETRUNNER™

THE CARD GAME



Tournament Rules 1.5.1

Fantasy Flight Games'® Organized Play for *Android: Netrunner* will follow the organization and rules provided in this document. Please remember that these tournaments are designed for players who want to celebrate and enjoy the most challenging aspects of *Android: Netrunner*. Players should be respectful to others and follow the instructions set forth in this document and by their tournament organizer. [Additions since the last update appear in blue text.](#)

Player Conduct

Card Interpretations and Rules

Tournaments are played using the most recent rules set and the most recently updated official FAQ document, which can be found on the *Android: Netrunner* support page at www.fantasyflightgames.com. Remember the golden rule when interpreting card effects and interactions: if the text of a card directly conflicts with the rules of the game, the card text takes precedence.

The tournament organizer ("TO") is the final authority for all card interpretations at that event.

Unsportsmanlike Conduct

Players are expected to behave in a mature and considerate manner, and to play within the rules and not abuse them. This prohibits maintaining an illegal game state, colluding with another player, behaving inappropriately, scouting decks, artificially manufacturing the results of a [game](#), treating an opponent with a lack of courtesy or respect, etc. The TO, at his or her sole discretion, may remove players from the tournament for unsportsmanlike conduct.

Cheating

Cheating will not be tolerated. The TO reviews all cheating allegations, and he or she can immediately remove an offending player from the tournament if he or she believes that player has cheated.

Slow Play

Players must play in a timely fashion regardless of the complexity of the game situation and adhere to time limits specified in the tournament. Players must maintain a pace to allow the match to be finished within the announced time limit. Stalling is not acceptable. Players may request a TO to watch their game for slow play.



Tiers of Tournament Play

Fantasy Flight Games' Organized Play events are broken into three tiers of play. Each tier communicates what expectations the players, judges, and tournament organizers should have when they are involved with an *Android: Netrunner* tournament. In addition, the Competitive and Premier tiers ensure that no matter where a tournament is held, it will be run with the same standards of play and rules enforcement as other tournaments of the same kind around the world.

Casual

Casual events stress fun and a friendly atmosphere. These events help build local communities and are a great way for new players to experience their favorite game without worrying whether they know every little rule. This tier may include leagues, weekly game nights, and any event using an *Android: Netrunner* variant.

Competitive

Competitive events require players to have general knowledge of a game's rules. While experienced players will come to these events to compete for prizes, players should not be punished for their lack of understanding in the finer points of *Android: Netrunner* rules. Players can come to these events expecting a consistent experience from store to store. This tier includes Store Championships and unique, one-off events such as the *X-Wing™ Wave 4 Assault at Imdaar Alpha* event or the *Android: Netrunner Chronos Protocol Tour*.

Premier

Premier events are the highest level of competition for Fantasy Flight Games tournaments, and all players, judges, and tournament organizers involved are held to the highest levels of conduct. Players are assumed to be familiar with the game's rules, as well as the latest FAQ and tournament rules, and should expect all rules to be strictly enforced. Regional Championships, National Championships, and World Championships are premier events.

Pregame Information

Corporation and Runner Decks

Each player must bring both 1 Corporation and 1 Runner deck to a tournament. Players will play with both decks throughout the tournament.

Authorized Cards

All *Android: Netrunner* cards produced by Fantasy Flight Games are legal for tournament play (unless banned). No other cards or proxy cards are permitted. In North America, cards are legal upon their release. Competitors outside North America should check with their TO to determine which cards are tournament legal. [Exception: The Spaces Between is not legal for the North American Championship at Gen Con 2014.](#)

Card Sleeves

For all competitive and premier events, players are required to use protective sleeves for their decks. Sleeves for each deck must all be identical and cards must be placed in these sleeves

in an identical manner. If a player's deck contains alternate art cards, the sleeves must be art sleeves or opaque. Players can use different sleeves for their Corporation and Runner decks. Cards that are not shuffled into a deck, such as identity or click tracker cards, are not required to be sleeved. No card sleeves are required for casual events, but players are encouraged to use sleeves to protect their cards.

Deck Restrictions

When building a deck for organized play, players must observe the following restrictions:

- A deck must be associated with a single identity card, and cannot contain fewer cards than the minimum deck size value listed on the chosen identity card. There is no maximum deck size, but the deck must be able to be sufficiently randomized in a short period of time. Identity cards, reference cards, and click tracker cards are never counted as part of a deck and do not count against the minimum deck size.
- A deck cannot have more than three copies of a single card (by title) in it.
- A deck associated with a Runner identity can never contain Corporation cards, and vice versa.
- A deck cannot contain out-of-faction cards with a total influence value that exceeds the influence limit listed on the chosen identity card. Cards that match the faction of the identity card do not count against this limit.
- A Corporation deck must have a specific number of agenda points in it based on the size of the deck, as follows:
 - 40 to 44 cards requires 18 or 19 agenda points.
 - 45 to 49 cards requires 20 or 21 agenda points.
 - 50 to 54 cards requires 22 or 23 agenda points.

For decks larger than this, add 2 additional agenda points to the 54 card deck requirements each time the number of cards in the deck reaches a multiple of 5 (55, 60, 65, etc.).

Deck Lists

Players are required to submit a deck list for each of their decks in order to enter a competitive or premier event. Decklists may be required for casual tournaments at the discretion of the TO. Deck lists must detail the name and quantity of each card in the deck, as well as the player's name. No substitutions of cards are allowed during the entire tournament.

Tokens

Players are responsible to bring their own tokens for tournament play.

Miscellany

Card Shuffling

Decks must be randomized by some form of shuffling prior to the start of every game and whenever instruction requires it. Each time a deck is randomized, the opponent must be given an opportunity to shuffle and/or cut the cards as well.

Open Information

The number of cards in a player's hand or deck, and the number of credits in his credit pool, are open information.

Taking Notes

Players are not allowed to take notes to aid memory or gameplay, whether physically or digitally, during a tournament match. Referencing outside material and information during a match is also prohibited, except for official rule documents.

Tournament Organizer Participation

The Tournament Organizer (TO) may participate in a casual or competitive tournament for which he or she is responsible if there is a second tournament organizer present. This second TO must be present and announced at the beginning of the tournament and is responsible for all rulings for games in which the primary TO is playing.

TOs and Judges for premier tournaments are expected to commit their full attention to organizing and judging the event, and therefore are not permitted to participate in their own events as players.

Randomization

Players can use dice or other external aids to randomize results, provided the randomization does not impede the flow of the game. Players cannot force other players to use external aids when randomizing. A shuffle from the Corp and a subsequent choice by the Runner is enough to fulfill the requirements of randomness when accessing HQ.



Tournament Structure

Tournaments for *Android: Netrunner* will use the following format:

- 65 minute rounds (the TO may adjust this time by +/- 10 minutes at his discretion before the tournament begins)
- Swiss pairings with match play consisting of two games

Each tournament round, players gain prestige based on the results of their games. After a predetermined number of tournament rounds (depending on the field size and time constraints of the tournament), the player with the most prestige is the winner of the tournament, unless the tournament uses the championship play structure (see “Championship Play” on the next page). **Ties are broken by strength of schedule.**

To calculate strength of schedule, total up the prestige of each player's opponents. If two players have the same strength of schedule, the tie is broken at random.

Swiss Pairings

Standard Swiss style pairings are used. Random pairings are recommended for the first round. For each round after the first, all pairings will be based on the amount of prestige gained by the players. Each player will be matched with an opponent who has the same amount of prestige, or as close an amount as possible.

Each pairing should be checked to ensure that no two players are matched up against one another more than once before either the end of the tournament or the beginning of championship play, whichever comes first. As each pair is formed, the TO checks to make sure that players have not already played one another. If they have, one of the players is moved down in the order of prestige two places, and match-ups continue until every player is paired with an opponent he has not played.

If there is an odd number of players in the tournament, one of the lowest-ranked players receives a bye, counting as a Match Win (see “Byes” below).

Match Play

A match consists of two games. Players alternate playing Corporation and Runner during a match. For the first game of a match, the players must decide who will play Corporation and who will play Runner by using a random method (such as a die roll or coin flip). The winner of this random method chooses which side to play.

After drawing his or her starting hand, the Corporation must decide first whether to take his or her mulligan, followed by the Runner.

Prestige

At the conclusion of each match, players are awarded prestige based on their results. For each game a player wins during his or her match, he or she gains 2 prestige.

Example: Kevin just finished playing his match against Jasmine, and each player won a single game. This means that they each gain 2 prestige.

Going to Time

Players play both games over the course of 65 minutes. The second game is not started until the first game is completed.

If time is called and neither player has achieved victory in the current game, then play continues until both players have completed one turn. If victory has still not been achieved after the final turn, then the player with the highest number of agenda points gets a modified win and gains 1 prestige. If players have the same number of agenda points, they each gain 1 prestige.

Example: Simon and Doc are unable to finish their current game in time. Simon is taking his turn when time is called, and so the game is completed after Doc's next turn. At that point Simon has 6 agenda points and Doc has 4, so Simon gains 1 prestige.

If the players have not started the second game of a match when time is called, then they do not gain any prestige from that game. A game is not considered to have started until the Corporation draws 1 card from R&D at the beginning of his first turn.

Byes

If during Swiss pairings there is an odd number of players, the player at the bottom of the standings does not play that round but gains 4 prestige (though no strength of schedule is accumulated, and no credit for Corp or Runner wins is given). Match pairings should be adjusted so that no player receives more than one bye per tournament.



Championship Play

While most tournaments do not require using championship play to crown a winner, it is an exciting way to end a tournament. Unlike match play during Swiss rounds, championship play consists of the following:

- 35 minute rounds
- Double-elimination pairing

Championship play is recommended for tournaments with a large number of players (33 or more) and is used for all premier tournaments. It is not recommended for casual tournaments or tournaments with a smaller number of players (32 or less).

Double-Elimination Pairings

The players with the most prestige (usually a top 8 or top 16) will be seeded and paired up in order to determine the tournament champion. The number of players who make the cut must be determined and announced before the start of the tournament. Each player's order of finish in the preliminary rounds determines his or her seeding in championship play: the player who qualifies with the most prestige in the preliminary rounds will play against the player who qualified with the least prestige in the preliminary rounds, the player with the second-most prestige will play against the player with the second-least prestige, and so on. **Ties are broken by strength of schedule, and then by random chance.**

A double-elimination bracket is divided into an upper bracket and a lower bracket. When a player wins a game in the upper bracket, he or she advances in that bracket and the loser falls into the lower bracket at a designated spot. Each time a player loses his or her second game during the double-elimination bracket, that player is eliminated. Refer to the included double-elimination bracket at the end of this document.

Game Play

For each round of championship play, players alternate playing as the Runner and Corporation. During the first round, the higher seed chooses which side he or she wishes to play. In subsequent rounds, each player plays the side that he or she has played the least.

If both players have played the same side the least, the player who has the greater differential between his or her two sides plays that side. If both players have the same differential, then they must decide who will play Corporation and who will play Runner by using a random method (such as a die roll or coin flip). The winner of this random method chooses which side to play.

Example: Mike has played Runner twice and Corp once. He is paired against Gavin, who has played Runner three times and Corp once. Since they have both played the same side the least, the differential of each player is compared. Mike has a differential between his two sides of one, while Gavin has a differential of two. Gavin, then, plays the Corp and Mike plays Runner.

Going to Time

Players play a single game over the course of 35 minutes. Judges should encourage players to play at a pace that allows the game to finish in the allotted time limit. If time is called and neither player has achieved victory in the current game, then play continues until both players have completed one turn. If victory has still not been achieved after the final turn, then the player with the highest number of agenda points is the winner of the game. If players have the same number of agenda points, then the higher seed wins the game.

Draft Tournament and Match Structure Tournament Rules

All standard *Android: Netrunner* tournament rules are observed in a full draft. Remember that games are played to six agenda points, instead of seven.

- 50 minute rounds (the TO may adjust this time by +/- 10 minutes at his discretion before the tournament begins)
- Modified Swiss pairings with match play consisting of two games

It is recommended to run a full draft tournament with six or eight players. An even number of players is required, so that each player has an opponent to play against each round.

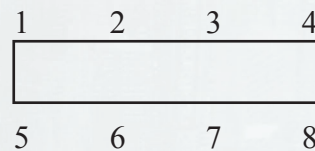
The following rules are observed in a half draft:

- 30 minute rounds (the TO may adjust this time by +/- 5 minutes at his discretion before the tournament begins)
- Play consisting of one game

It is recommended to run a half draft tournament with 8, 12, or 16 players. An even number of players is required when running a half draft.

Modified Swiss Pairings

When pairing players for the first round of a full draft tournament, each player should be matched against the player furthest away from his seat. Subsequent rounds follow normal swiss pairing rules.



Example: Player 1 would be matched with player 8, player 2 would be matched with player 7, player 3 would be matched with player 6, and player 4 would be matched with player 5.

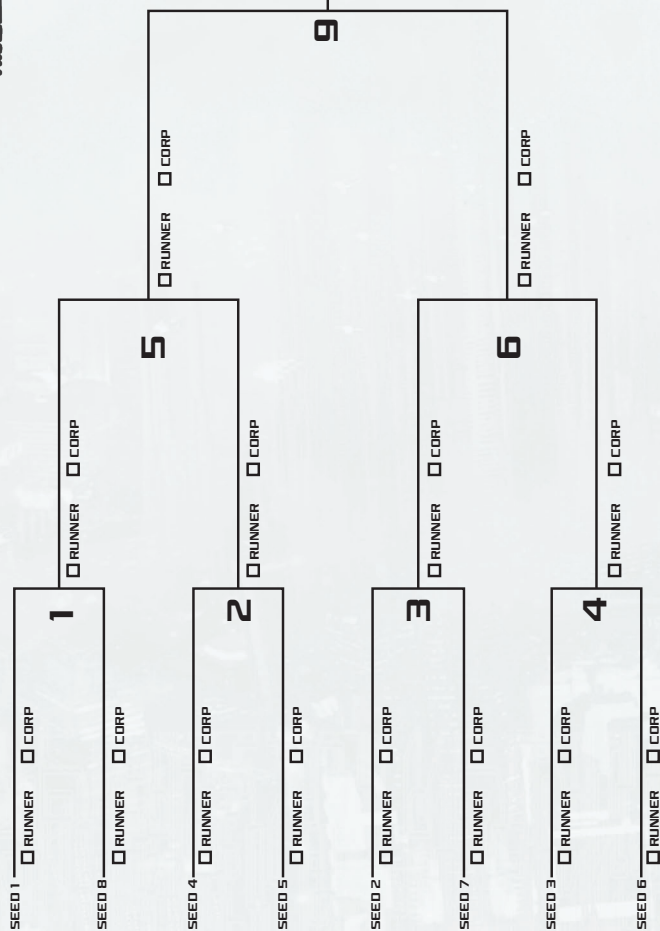
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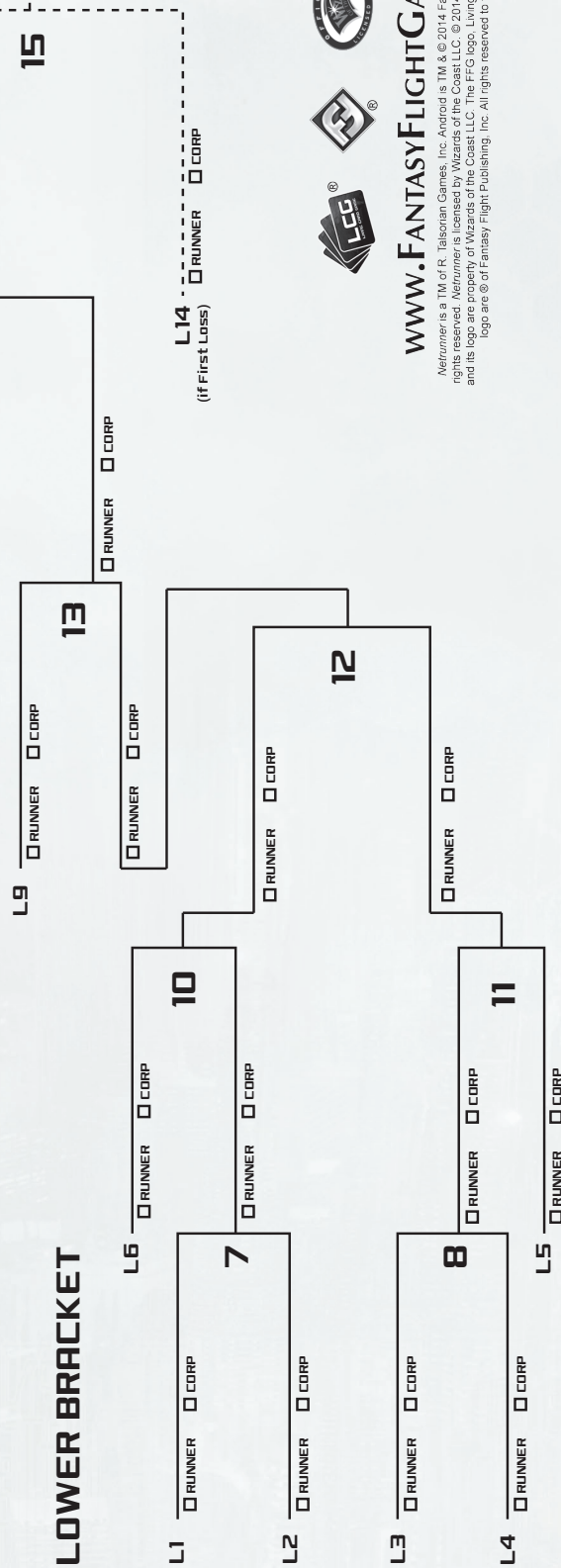
NETRUNNER™

THE CARD GAME

8 PLAYER DOUBLE-ELIMINATION UPPER BRACKET



LOWER BRACKET



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